IN THE SPECIFICATION

Please replace paragraph 26, with the following amended paragraph:

[0026] The present system can be extended with more channels, further improving the overall accuracy of the present system. The present system may be extended with a dynamic channel weighting function that uses human motor laws to calculate the plausibility of the user relying on either ~~local~~ location or shape information. For example, a user drawing a shape gesture very slowly would indicate that the user is producing a stroke by looking at the corresponding keys on the layout; hence the ~~local~~ location channel should have more weight than the shape channel and vice versa.

Please replace paragraph 66, with the following amended paragraph:

[0066] In another alternative embodiment, θ may be dynamically adjusted by calculating the total normative time of writing the pattern of word i:

where $D_{k, k+1}$ is the distance between the [[k th]] $\underline{k}^{th}$ and the [[k +1 th]] $\underline{(k + 1)}^{th}$ letters of word i on the keyboard; W is the key width, n is the number of letters in the word; and a and b are two constants in Fitts' law. In the context of virtual keyboard, the values of constants a and b are estimated at $a = 83$ms, $b = 127$ms. Reference is made to Accot, J., and Zhai, S., "More than dotting the i's - foundations for crossing-based interfaces," Proc. CHI. 2002, pages 73 – 80; and to Zhai, S., Sue, A., and Accot, J., "Movement model, hits distribution and learning in virtual keyboarding," Proc. CHI. 2002, pages 17 – 24.

Once t_n(i) for each word, and the total time of the actual gesture production t_a are determined, it is then possible to modify the probability calculated from the location based classifier. This information could be used to adjust the θ value with in the following equation:

if $t_a \geq t_n(i),$ $\theta_L = \theta$

if $t_a \leq t_n(i),$ $\theta_L = \theta$

This means that the actual time is greater than the Fitts' law ~~prediction, the~~ prediction. The user could be taking time to look for the keys. No adjustment is needed in this case.

~~If $t_a \geq t_n(i),$~~ If $t_a \leq t_n(i),$ $\theta_L = \theta(1 + \gamma \log_2(t_n(i)/t_a))$

For example, if t_a is 50% of $t_n(i)$, θ will increase by 100γ percent, γ is an empirically adjusted parameter, expected to be between 1 and 10.

It should be noted that this approach is more than simply adjusting the relative weight between the location and the non-location channels. It modifies the location based channels' probability of each individual word according to its path on the keyboard.